Wherefore, we claim:

1   1.   A board game wherein two or more players cooperate
2   to achieve a common goal within a predetermined time frame,
3   said board game comprising:
4   a game board;
5   at least two player game pieces positionable upon said
6   game board; and
7   a timing mechanism for counting down the time in said
8   predetermined time frame, wherein said players must achieve
9   said common goal prior to the expiration of time on said
10   timing mechanism.

1   2.   The board game of claim 1, further including at
2   least one non-player game piece positionable upon said game
3   board, said non-player game piece moving independently of
4   said player game pieces, wherein said non-player game piece
5   may influence the position of said player game piece on said
6   game board and said player game piece may influence the
7   position of said non-player game piece on said game board.

1   3.   The board game of claim 2, wherein the movement of
2   said player and non-player game pieces are dictated by the
3   rolling of a pair of dice by each player.

1   4.   The board game of claim 2, wherein said non-player
2   game pieces comprise the figure of a guard and a dog.

1   5.   The board game of claim 4, further including a

2 continuous game path comprising a plurality of discrete

3 spaces provided on said game board, wherein said player game

4 pieces and said non-player game pieces are positionable and

5 movable along said game path.

1   6.   The board game of claim 5, further including at

2 least one chamber provided on said game board, wherein said

3 chamber is connected to said continuous path and may be

4 entered by said player game pieces.

1   7.   The board game of claim 1, further including a

2 lockable safe mechanism that can only be unlocked by

3 inserting at least one key therein, wherein said common goal

4 comprises the recovery of said at least one key and the

5 opening of said safe mechanism.

1   8.   The board game of claim 7, wherein said timing

2 mechanism and said safe mechanism are incorporated within a

3 single unit.

1   9.   The board game of claim 8, further including at

2 least one top secret tile, which tiles are placed at

3 predetermined locations on said game board, wherein said

4 keys are imprinted on one surface of said top secret tiles.

1   10.   The board game of claim 9, further including at

2 least one booby trap tile, which booby trap tile is placed

3 above said top secret tile thereby preventing access to said

4 top secret tile until said booby trap has been disarmed.

1   11.   The board game of claim 10, further including at

2 least one tool card, wherein each of said tool cards

3 corresponds to one of said booby trap tiles, and said tool

4 card is required to disarm said booby trap.

1   12.   The board game of claim 11, further including at

2 least one robot car, wherein said robot car may be utilized

3 to transport said tool cards between players.

1   13. A board game wherein two or more players cooperate

2   to recover two or more keys and use said keys to open a

3   lockable safe mechanism within a predetermined time frame,

4   said board game comprising:

5   a game board;

6   at least one player game piece positionable upon said

7   game board;

8   a timing mechanism for counting down the time in said

9   predetermined time frame, wherein said players must collect

10   said key elements prior to the expiration of time on said

11   timing mechanism; and

12   at least one non-player token game piece positionable

13   upon said game board, said non-player game piece moving

14   independently of said player game pieces, wherein said non-

15   player game piece may influence the position of said player

16   game piece on said game board and said player game piece may

17   influence the position of said non-player game piece on said

18   game board.

1   14. An interactive game for a single player, said game

2   comprising:

3   a puzzle book including puzzles to be completed by said

4   player;

5   a mission book including missions having solutions relating

6   to said puzzles, wherein said puzzles must be completed prior to

7   said mission book being opened; and

8   a timing mechanism, wherein said timing mechanism is

9   activated upon the opening of said mission book to thereby count

10   down the time in which said player has to complete said missions.

1   15. A method for two or more players to play a cooperative

2   board game within a predetermined period of time, said method

3   comprising the steps of:

4   providing a game board having a continuous game path

5   included on the surface thereof and at least one chamber

6   accessible from said continuous game path;

7   providing a timing mechanism for counting down the time in

8   said predetermined time frame, wherein said players must achieve

9   said common goal prior to the expiration of time on said timing

10   mechanism;

11   providing a lockable safe mechanism, said safe mechanism

12   being opened by the insertion of at least one key therein;

13   providing at least one top secret tile in said at least one

14   chamber, wherein said at least one key is randomly hidden under

15   one or more of said top secret tiles;

16   providing at least one booby trap tiles upon said top secret

1   tiles such that said top secret tile cannot be uncovered until

2   said booby trap tile has been disarmed;

3   providing at least one tool card for disarming said booby

4   traps;

5   providing at least one robot card for exchanging said tool

6   cards between said players;

7   providing at least two player game pieces positionable on

8   and movable along said continuous game path at a starting

9   location;

10   providing at least one non-player game piece positionable on

11   and movable along said continuous game path at a separate

12   starting location;

13   providing at least two dice having numerical and graphical

14   indicia thereon, said indicia determining the movement of said

15   player and non-player game pieces;

16   rolling said dice;

17   moving said player and non-player game pieces as indicated

18   by said indicia;

19   upon entering said chamber, uncovering and disarming said

20   booby trap tile;

21   recovering said at least one key; and

22   unlocking said lockable safe mechanism using said at least

23   one key.